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Still Rec

This Computer

FOR THE ATARI 400 OR 800

Wall Street Challenge 6402

This computer simulation of the stock exchange is easy to play and always challenging. Invest in several corporations ranging from Municipal Power and Light, a blue chip stock that usually provides steady growth, to Offshore Industries Limited, a high-flying speculative stock that is certain to change often.

Stock charts, and the Dow Jones show you the trends. Both 8K and 16K memory versions are included.

THIS CASSETTE PROGRAM REQUIRES THE 410 PROGRAM RECORDER

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Wall Street Challenge 6402

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Designed and directed by
Dick Ainsworth

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How to load the cassette program into your computer

1. Turn on the computer and TV.

The word **READY** will appear on your TV screen. If it doesn't or if the picture is not sharp, see your computer owner's manual.

2. Insert cassette

Note: There are two versions of this program recorded on the cassette. The 8K version is on one side of the cassette and the 16K version is on the other.

If you are playing this program for the first time, please load the 8K standard version and follow the playing instructions on the next page. If your computer has additional memory capacity, you will also want to try the 16K version. the 16K extended version has additional features and is described later in the written instructions.

The 8K version may be used on any ATARI® computer. The 16K version can only be used if your computer has 16K or more memory installed. Select the version you wish to use and insert the cassette so that the appropriate label is facing up.

3. Rewind the tape.

Press the **REWIND** button on the cassette recorder and rewind the tape fully.

4. Press PLAY

Pressing the **PLAY** button on the cassette recorder does not cause the recorder to start.

5. Type CLOAD on the keyboard.

The word **CLOAD** will be printed on the TV screen.

6. Press RETURN twice.

Pressing the **RETURN** key on the computer activates the computer. Pressing **RETURN** again starts the tape recorder automatically. After several seconds you will hear a whistle coming from your TV speaker.

When the program has finished loading, the tape recorder will stop automatically and the word **READY** will be printed on the screen.

7. Type RUN and press RETURN.

After the computer signals **READY**, typing **RUN** and pressing the **RETURN** key will start the program in the computer. Now turn to the next section for instruction on using the program.

In case of difficulty . . .

Programs from cassettes do not always load correctly the first time. Static or even brief interruptions of power can cause errors. If the computer prints the word ERROR on the screen, try loading the program a second time by rewinding the tape and repeating the directions, beginning with step 4.

There is a good chance that forwarding the tape slightly will help. Before typing CLOAD, rewind the tape, reset the tape counter, and fast forward to 001. If this doesn't work, try beginning at 002, 003, etc. Write the number at which the tape loads correctly on the cassette tape. In the future, always load the tape from this point.

A second copy of the program is recorded on the tape. If the program doesn't load after a few tries, follow this procedure to position the tape for loading the second copy:

- Rewind the tape and reset the tape counter to 000.
- Press PLAY on the recorder. Type POKE 54018,52 and press RETURN. This special instruction starts the tape recorder motor.
- Adjust your TV volume control to a medium setting. After two to five minutes of silence you will hear "The program begins at the tone" in the TV speaker.
- The instant you hear the tone, press the SYSTEM RESET button to the right of the keyboard. This stops the recorder with the tape positioned for loading the second copy.
- Write the number showing in the tape counter window here ____ . In the future, use this number for positioning the tape.
- Continue the load sequence with step 5.

How to play Wall Street Challenge

This program is a model of the stock market. You can buy and sell shares in eight companies. As the market changes, the stock in these companies will go up and down in value.

The computer will show three graphic displays to help you make good buying and selling decisions. The DOW-JONES is a graph that shows the market trends, the STOCK CHARTS are graphs that show each company's stock, and your PORTFOLIO is a list of all the stocks you own.

The game continues for 12 turns and the winner is the player who has best met the challenge of the stock market.

Select the 8K standard or 16K extended version

These instructions assume that you are starting with the 8K standard version. The additional capabilities of the extended version are described later.

The DOW-JONES averages

The first frame in the standard version of this program shows the average price of all stocks for the past week. If the graph is going up, then stock prices are rising and you will probably be making a profit on any stocks you own. If the market is moving down, your stocks could be making less profit or even losing money.

The prices across the top of the graph show the highest and lowest values the Dow has had thus far in the game, the current value, and the change for the week. It is now the first week with 12 trading weeks or turns to go.

Player number, Stock, D, G

The words at the bottom of the screen are reminders to tell you what your choices are. With the DOW-JONES on the screen, you can type a number and see a portfolio, a stock letter and see a stock chart, a D to return to the DOW-JONES, or a G to signal GO.

Player number is either a 1 or a 2 for players 1 and 2. Assume that you are the first player. Type a(1) on the keyboard now, and see your portfolio on the screen. We will explain the portfolio later. Next, type(D) on the keyboard twice and return to the DOW-JONES graph.

Stock charts are available to you at any time and you will look at them often in making your choices. Type the letter(M) and you will see the stock chart for one of the eight companies. Press(D) again to return to the DOW-JONES graph.

D is the letter you type to display the DOW-JONES.

G signals GO to the program. You will use this key later to advance the market one week.

The stock charts

The secret of success in playing this game and in making money on the real stock exchange is knowing what direction a stock will take. Experienced stock traders believe that you can predict the future direction of a stock by looking at a graph of its past performance. You can test this theory yourself. Look at the stock charts for all eight companies and see if you can predict which ones will be the best to invest in.

Go through the following list carefully. Type the first letter of the company name (like M for Municipal Power and Light) to see the stock chart. Compare the performance on the graph with the descriptions of each company.

MPL Municipal Power and Light is a publicly regulated utility providing steady growth at the lowest possible risk. Investors in this type of stock tend to be looking for long term gains. You won't get rich overnight by owning MPL, but then you won't lose your shirt either.

UMC United Motors Corporation. You remember the old saying, "As goes General Motors, so goes the market." UMC, like GM is a blue chip stock, a steady performer representing big business. It tends to follow the DOW-JONES Average more closely than some of the more speculative stocks.

FFC Fast Foods Corporation. Even though new competitors seem to appear on a daily basis, FFC continues to be the leader of the nation's fast food franchise business. It is enjoying increasing profits in an ever growing industry.

COM Computer Communications has long been one of the leading suppliers of telecommunications for the nation's computer networks. More recently, it has diversified by becoming a major marketer of small business and personal computers.

REC Recreations Unlimited is one of the nation's largest manufacturers of sports equipment, and has taken good advantage of recent booms in tennis and running. It is a glamour stock, so its price is often inflated by speculation.

PIL Pearson-Ives Laboratories, or “Pill” as it is known to insiders, is somewhat of a sleeper because it seldom grabs the headlines or stirs people’s imagination. As a pharmaceutical in the expanding medical business, it has very good growth potential and reasonably high risk.

OIL Offshore Industries Ltd. has been a glamour issue involved in various innovative industries including ocean sea farming, oil exploration and thermal energy production. Successes in any of these areas tend to send its stock soaring. However, failures have almost the exact opposite effect.

LMM Lunar Mining and Manufacturing. This highly speculative stock has questionable financial backing. However, recent scientific advances and rumors could send LMM stock far above its current value.

Your portfolio

Type your player number and see your portfolio on the screen. You have \$50,000 to invest and can now buy stock in any one of the eight companies.

Type the first letter of a stock you would like to buy. The program prints(B, S)to ask if you wish to Buy or Sell the stock you have selected. Type(B)for buy.

Now type the number of shares you wish to buy. The price per share is to the right of the stock name you selected. Press RETURN after you’ve typed in the number of shares and the computer will handle the transaction. Notice that the number of shares you own and the amount of money this represents are printed on your portfolio.

Buy some more stock, if you wish. The computer acts as the banker and won’t let you buy more than you have cash for, or sell something you don’t own.

Player 2

When you’ve finished trading as Player 1, type the number 2 twice and go to the portfolio for Player 2. If someone else would like to join Stock Challenge, they can begin now as Player 2 and buy stock in whatever companies they like. To play this program alone, try a different kind of strategy for Player 2 and see what works best. As Player 1 you could buy conservative stocks like MPL and UMC and as Player 2 you could invest in the faster moving and more risky stocks like LMM, OIL, or PIL.

Advancing the market one week

After both players have finished trading, type(D)twice to see the DOW-JONES again. This graph shows how the average price for stocks has gone up and down over the last five days.

When you type(G)for GO the computer will advance the market one week and you can see how stock prices will rise or fall over the *next* five trading days.

After you've seen what's happened to the DOW-JONES this week, type the initial of the stocks you are interested in and see how well they did. The stock charts tell the whole story. They show you the changes for the past week and (at the top of the graph) the high and low prices thus far, the current price and the change in value. If the last number is \$3, for example, that means that every share of that company's stock increased \$3.

Ending the game

After twelve weeks of trading, this version of the game ends and prints the final scores for the two players. To play another game, just type RUN and press the RETURN key.

Playing the 16K extended version

The standard length game you just finished is expanded many ways in this version of this program. Here's a summary of the differences:

- Up to eight players may participate and the game may be played for any number of weeks you choose.
- You can sell short and make money on stocks you predict will fall in value.
- You can purchase stock by number of shares or by dollar amount.
- A BIG BOARD display shows all prices.
- The stock charts show five weeks of trading history for more accurate predictions.
- Successful companies may issue stock splits.

The 16K extended program begins by asking the number of players, their names, and the number of trading weeks you wish to play. After these questions have been answered, the DOW-JONES graph is displayed. Notice that it has enough room to show five complete trading weeks.

The method for shifting from the stock charts, portfolios, and DOW are similar to the 8K version. Just follow the choices at the bottom of the screen as before.

Player number gets the portfolio of any player.

Stock charts are displayed when you type the first letter of a stock name (M, U, F, C, R, P, O, L).

X displays the BIG BOARD, a listing of all stocks and their values.

B and **S** are used to buy and sell stocks. If you wish to purchase a number of shares, type the number and press RETURN. You can also buy a dollar amount of a stock by typing a dollar sign (\$), the number of dollars, and pressing the RETURN key.

D gets the DOW-JONES average, as before.

Selling short is a new feature that lets you make a profit on stocks you think will decrease in value. To sell a stock short, select your portfolio, type the initial of the stock you think will go down, type (S), type the number of shares, and press RETURN. The computer handles all the arithmetic as you establish reserve and deposit accounts to cover the transaction.

Notice that the number of shares owned in your portfolio is negative to indicate that you've sold short.

If these shares go down, you will make a profit for every dollar they decrease.

To stop this process, just buy the shares that you sold short. Type B and the same number of shares to complete the transaction. If the shares cost less when you buy them back, you will make a profit. If you were wrong and the stock goes up, the shares will cost more to buy back than you had invested and you will lose money.

Bankrupt companies change the stock picture drastically. If you own stock in a company that goes bankrupt, you lose your entire investment. Selling short a company that goes bankrupt, however, is a very good tactic, and you keep the entire profit from the shares you sold short.

Stock Splits are used by companies to make it easier to buy their stock. Those companies in Wall Street Challenge which are particularly successful will issue a stock split. You will be issued an additional share of stock for each share you currently own. This cuts in half the market value of the stock and makes it easier for the stock to increase in value. The number (2) will appear after the name of a stock which has split. If it splits twice, a (4) will appear after its name. If it splits more than 3 times, an (↑) will appear after its name.

CARE AND HANDLING

Keep the enclosed magnetic recording away from magnetic fields, transformers, power supplies, motors, etc. so that the program will not be erased. Always protect magnetic cassettes from temperature and humidity extremes.

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MADE IN U.S.A.

FORM: ICP-272

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